ATARI®

STAR WARS*

ATARI

© 1983 Lucasfilm Ltd. & Atari Inc. All rights reserved

*Trademarks of Lucasfilm Ltd. used by Atari Inc. under license.

Now coin video game players can plunge head-on into the world of LUKE SKYWALKER* in the ultimate fantasy STAR WARS! The biggest entertainment phenomenon of our time is exploding onto the coin video scene

Operators and players alike will feel the power of THE FORCE*. The force of a powerful new video game with graphic simulation that visually assaults the imagination And special features that include music and dialogue created from the movie And option switches which can be adjusted in self-test—entirely from the front of the game!

The player becomes LUKE SKYWALKER at the controls of his X-WING * fighter and enters into the epic confrontation with DARTH VADER* and the other agents of the GALACTIC EMPIRE * He begins his battle by selecting a DEATH STAR * level ranging from Easy to Hard

"Gold Leader, this is Red 5. I'm going in!"

Once the player has rid himself of Empire fighters, the DEATH STAR suddenly looms ahead on the screen He flies in towards the surface of the planet, discovering a battlefield of laser towers and bunkers

"R2, try to increase the power!"

After maneuvering through this heavily armed field, the player can begin his attack run to blow up the DEATH STAR by firing one shot into a tiny exhaust port In order to hit the opening, he must first fly through a trench bristling with laser cannons on either side

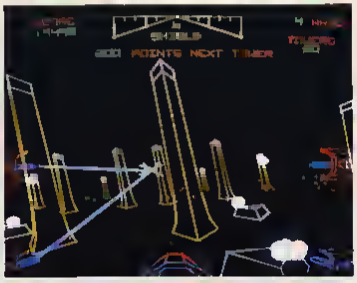
"Use the Force, Luke."

Finally, at the end of the trench, the exhaust port comes into sight—but only fleetingly The player must react quickly to fire a proton torpedo If his aim is good, he is hurled back into space before the explosion of the DEATH STAR consumes the screen

"The Force will be with you. Always."

Controls: The new, super-realistic flight control is the latest, most responsive game control ever devised Lasers can be fired either by using the trigger buttons or by using the thumb buttons on the top of the controller

Galactic Bonus: When the player makes his DEATH STAR selection at the beginning of the game, he also selects his bonus Destruction of the Medium DEATH STAR awards 400,000 points, while destruction of the Hard DEATH STAR awards 800,000 points



OPERATOR OPTIONS

Game Difficulty: Operators may choose from 4 difficulty settings Easy, Moderate, Hard and Hardest

Game Lives Operators may give players 6, 7, 8 or 9 shields per game.

Bonus Levels. Operators may award players 1, 2 or 3 bonus shields for exploding the DEATH STAR, or may choose No Bonus

Coin Modes: 16 different coinage modes are available

Music: STAR WARS features "random" music A song will be repeated no more than once every 7 minutes in stereo And the music is taken from the original STAR WARS soundtrack Operators may also select music or silence in the attract mode

Dimensions:

Standup: Height 72 in 182 9 cm , Width 25.25 in , 64.1 cm , Depth 32 75 in , 83 2 cm Weight 321 lbs., 145 6 kg Monitor 19" QuadraScan™ Color

Cockpit: Height 59 5 in , 141 cm , Width 25 25 in 64 1 cm Depth/ Length 73 5 in , 186 7 cm , Weight 450 lbs , 194 kg Monitor 25" QuadraScan Color

© 1983 Lucasfilm Ltd & Atari Inc All rights reserved

*Trademarks of Lucasfilm Ltd used by Atari Inc under license